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INTERACTIVE MULTIMEDIA SYSTEI GAME MANUAL

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Contents

# The Story So For...

The year is 2099 On the verge of a new century, markind has expanded by the stori. The development of this stophase drive makes interestinal travel possible of a fraction of the normal time lecthology breakfrivegits have created an exprecedented level of medical care and automater.

But all is not well Megocorposations have an insoluble lurge for expansion, and frans Corn is the most pathless of them all Trans Can has decimated a dozen worlds, and in the proces homesord enough resources to lindly cast off the so-called restreats of the Teron High Command.

Politicists, not westing to loss their considerable exprants especiposit, how trained a blind eye for the most port to their obsertes. It is station a delector, so they've colled in the best of brand Con which it moderng the green of population in on sulphinships and in the contract of the contract of the contract of the contract of long memberships and did not the distinct possibility year own greenment will classife you of the Contract of the colors of the mission of the contract of the contract of the colors of the mission of the contract of the colors of the colors of the colors of the colors of the mission of the colors of the colors of the colors of the mission of the colors of the colors

# Getting Started

1 linearly our Hyper Force  $^{\rm M}$  corindge into the contridge slot of your Jaguer  $64\,\rm hit$  Interactive Multimedia System

2 Press the Power button

3 The title screen now oppears. Press Option to visit the Options Menu, or press the A, B, or C button to begin the gorse.

### Options Menu

Use the payped to navigate the below options, and press Option to return to the little screen when finished

Select Fire Button - This botton fires the selected weapon in the direction you are focing (some weapons may be fired at an angle, too). Set to  $A,\,B,\,$  or C

Select WeaponSelect Select which weapon you want active You begin the game with only the first, weakest weapon Set to A. B. or C

Select Jump Button: Use firs button to activate your hoverjets for a few moments, then you glide safely back to the nearest plotform. Set to A, B, or C

Toggle Music Turn the music on or off

Toggle Sound Effects - Turn the sound effects on or off

**Load Game** - Select either game A, B, or C by pressing the corresponding button. The list beneath the Load Game option.

## Playing the Game

Your gool in Hyper Force<sup>34</sup> is to take on the evil corporate minions of Yours Con You must fight through works of robots, delense drones, security geards, hops, borness, and more to ochains your ultimate objective of elementing fine from Con fineed

Every few levels you receive a Mission Update screen to let you know how close you are to defeating Trans Con

Your soldier may move in any direction, look up, look down, and jump as he moves about each level Try to collect as many tech items and credits as you can to rack up points and money.



The player status bar appears at the bottom of the screen Your score is on the left, followed by your health. Next is the instriber of lines remaining followed by the weapon power rating for the selected weapon. Last is the number of credits earned, credits are used to purchase weapons, areas, and equipment other each level.

### Other Controls:

Press \* and # together at any time to reset the game and return to the talk source.

Press 0 at any time to disable or enable the musi

mass rouse of any time to haise the action. While the game is passed, you may press A to adjust the music volume, or B to adjust the sound effects volume. You may also press option to visit the Options Menu during the game.

While at the Options Menu, you may select to save a game in slat A, B, or C, if desired. This will allow you to restore your saved game at a later time.



took on the care feether on book down botters, disable security doors by Ripping switches, and light your way through a horder of exemiss to get there!

Also watch out for fire trops, spike trops, dissolving floor tiles, rowing platforms, and more Once you not the level, you'll find yourself with a Hypertink to the ISF Supply Shop. Here you can purchase new weopors,



one perchase a porticular term and red box indicates you connet. Note that you consent purchase comes for a porticular weapon whout owning the weapon first. Press the fire button to compilete a perchase transaction, and press the exit button when finished.

fou hove more than 20 levels all dourning loes ahead at you are you up for the challenge® Only you can achieve your gool by utilizing Hyper Force!

# Hints There are many secret areas and hidden passages Try is no-

ing around in close quarters to see if the ceiling is real or take Watch out for the many floar traps, especially disappe

Impossible security doors need to be disabled with a switch. Walking past a switch automatically activates it, and a switch

Mensal Layout Kern Manne Box Layout Kern Manne Box Layout Doug Driel 3 pessal Thereis: Locasad By Carl Forther of Songbed Productions Cever Ari Tory Fraguese

